

Claims

1. A game system comprising a first game execution apparatus and a second game execution apparatus that have
5 a different internal structure from each other, wherein
the first game execution apparatus includes:

a first program reading unit operable to read, from a first game recording medium, a first game program that indicates a procedure of a game;

10 a first character reading unit operable to read, from a portable recording medium, character data that indicates a characteristic of a character that appears in the game;

15 a first input unit operable to receive an inputting operation from a user; and

20 a first game execution unit operable to proceed with the game according to the inputting operation received at the first input unit and the procedure indicated by the first game program, and make the character appear in the game in accordance with the character data read by the first character reading unit, and

the second game execution apparatus includes:

25 a second program reading unit operable to read, from a second game recording medium, a second game

program that indicates the procedure of the game;
a second character reading unit operable to read
the character data from the portable recording
medium;

5 a second input unit operable to receive an
inputting operation from the user; and

a second game execution unit operable to proceed
with the game according to the inputting operation
received at the second input unit and the procedure
indicated by the second game program, and make the
character appear in the game in accordance with
the character data read by the second character
reading unit.

15 2. A game execution apparatus that proceeds with a game
according to a game program, comprising:

a program reading unit operable to read, from a game
recording medium, a game program that indicates a procedure
of a game;

20 a character reading unit operable to read, from a
portable recording medium, character data that indicates
a characteristic of a character that appears in the game;

. an input unit operable to receive an inputting
operation from a user; and

25 a game execution unit operable to proceed with the

game according to the inputting operation and the procedure, and make the character appear in the game in accordance with the character data.

5 3. The game execution apparatus of Claim 2, further comprising:

a request unit operable to request the character data from a server apparatus;

10 an obtaining unit operable to obtain the character data from the server apparatus via a network; and

awritingunitoperabletowritetheobtainedcharacter data to the portable recording medium.

4. The game execution apparatus of Claim 2, further comprising:

an authentication unit operable to check authenticity of the portable recording medium, wherein

the character reading unit reads the character data when the authenticity has been ensured.

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5. The game execution apparatus of Claim 2, wherein the game recording medium further stores therein permission information that indicates whether change is permissible on the character's characteristic,

25 the character reading unit further reads the

permission information from the game recording medium, and
the game execution unit, when the read permission
information indicates affirmatively, changes the
character's characteristic as the game proceeds, and
5 prohibits the character's characteristic from being changed
when the read permission information indicates negatively.

6. The game execution apparatus of Claim 5, further
comprising:

10 a character writing unit operable to, when the game
execution unit changes the character's characteristic,
overwrite the character data in the portable recording
medium with after-change character data that indicates a
characteristic of the character after changed, wherein
15 the character reading unit further reads the
after-change character data from the portable recording
medium, and

the game execution unit changes the character's
characteristic as the game proceeds, in accordance with
20 the read after-change character data.

7. The game execution apparatus of Claim 5, further
comprising:

a writing unit operable to write the read permission
25 information to the portable recording medium.

8. The game execution apparatus of Claim 5, wherein
the game recording medium further stores therein a
degree of change allowed on the character, in association
5 with the permission information, and

the game execution unit changes the character's
characteristic as the game proceeds, in accordance with
the degree of change stored in the game recording medium.

10 9. A portable recording medium comprising:

a storage unit that stores therein character data that
indicates a characteristic of a character that appears in
a game;

15 an authentication unit operable to check authenticity
of a game execution apparatus; and

an output unit operable to, when the authenticity has
been ensured, read the character data from the storage unit
and output the read character data to the game execution
apparatus.

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10. A game execution method used by a game execution
apparatus that proceeds with a game according to a game
program that indicates a procedure of the game, the game
execution method comprising:

25 a program reading step of reading, from a game

recording medium, a game program that indicates a procedure of a game;

a character reading step of reading, from a portable recording medium, character data that indicates a 5 characteristic of a character that appears in the game;

an input step of receiving an inputting operation from a user; and

a game execution step of proceeding with the game according to the inputting operation and the procedure, 10 and making the character appear in the game in accordance with the character data.

11. A game execution program used by a game execution apparatus that proceeds with a game according to a game 15 program that indicates a procedure of the game, the game execution program have the game execution apparatus to execute:

a program reading step of reading, from a game recording medium, a game program that indicates a procedure 20 of a game;

a character reading step of reading, from a portable recording medium, character data that indicates a characteristic of a character that appears in the game;

an input step of receiving an inputting operation from 25 a user; and

a game execution step of proceeding with the game according to the inputting operation and the procedure, and making the character appear in the game in accordance with the character data.

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12. The game execution program of Claim 11, further having the game execution apparatus to execute:

a request step of requesting the character data from a server apparatus;

10 an obtaining step of obtaining the character data from the server apparatus via a network; and

a writing step of writing the obtained character data to the portable recording medium.

15 13. The game execution program of Claim 12, being recorded in a computer-readable recording medium.

14. A computer-readable recording medium that stores therein a game execution program used by a game execution apparatus that proceeds with a game according to a game program, the game program indicating a procedure of the game, wherein

the game execution program has the game execution apparatus to execute:

25 a program reading step of reading, from a game

recording medium, a game program that indicates a procedure of a game;

a character reading step of reading, from a portable recording medium, character data that indicates a characteristic of a character that appears in the game;

an input step of receiving an inputting operation from a user; and

a game execution step of proceeding with the game according to the inputting operation and the procedure, and making the character appear in the game in accordance with the character data.